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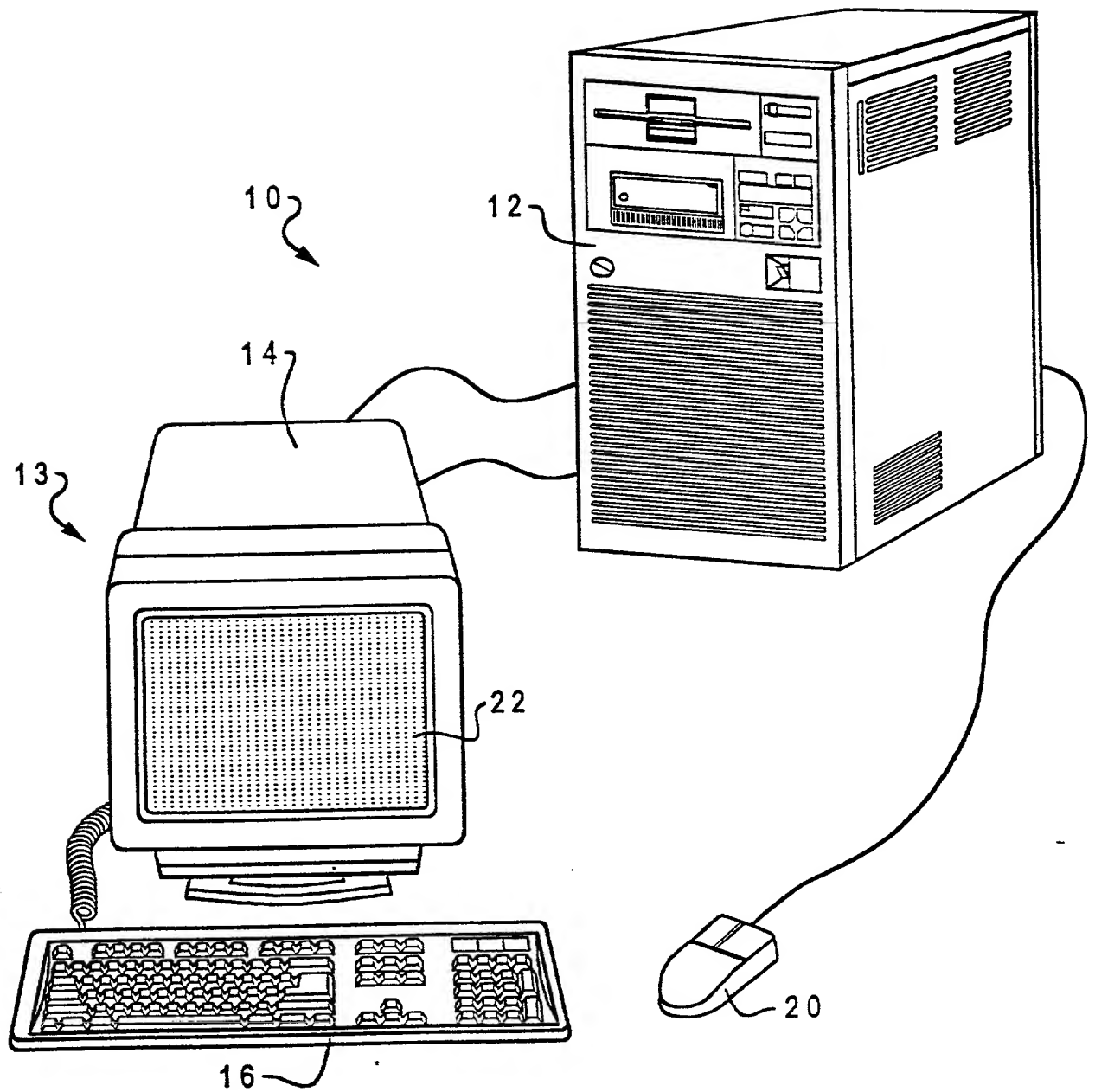


Fig. 1

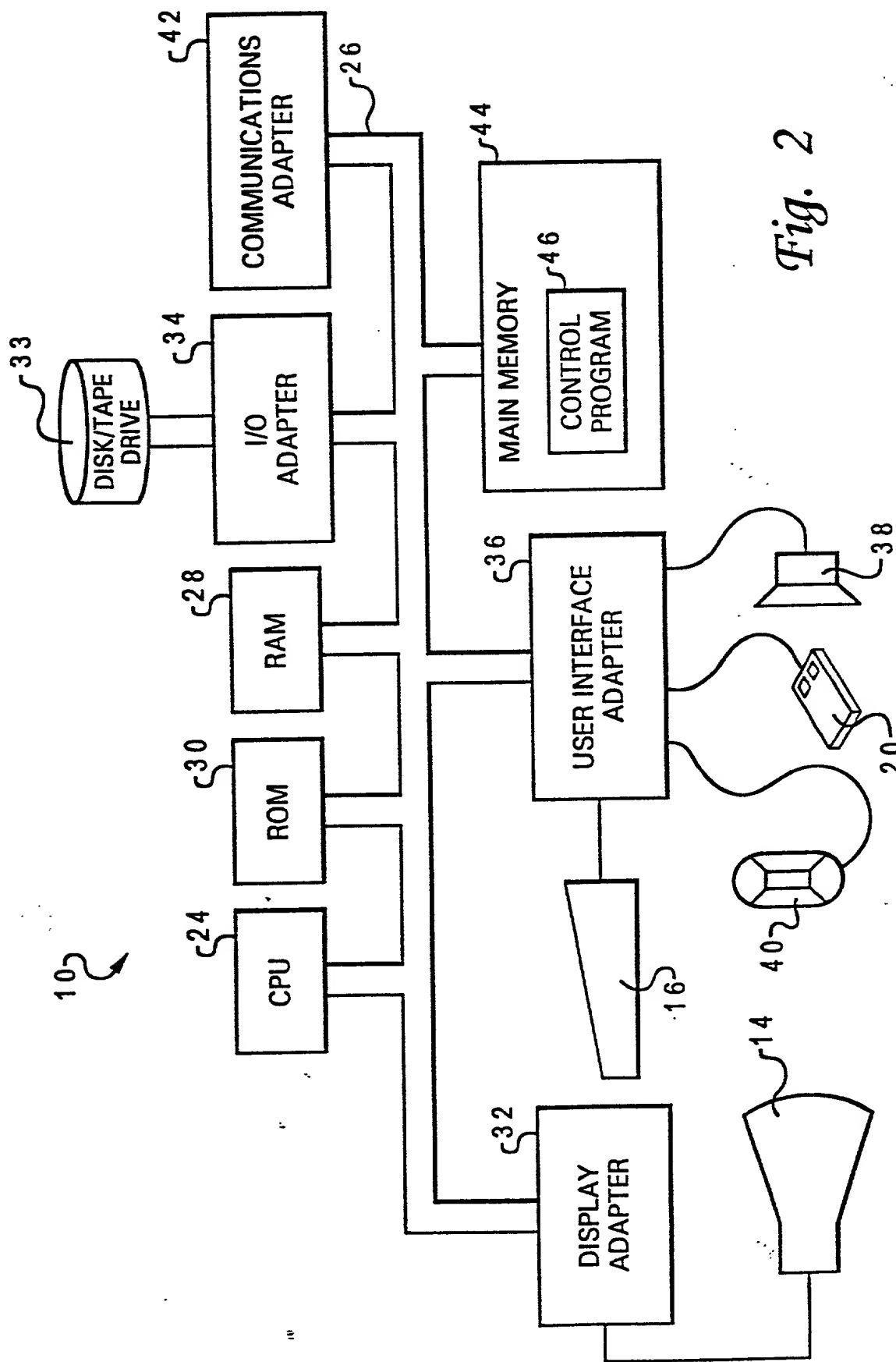


Fig. 2

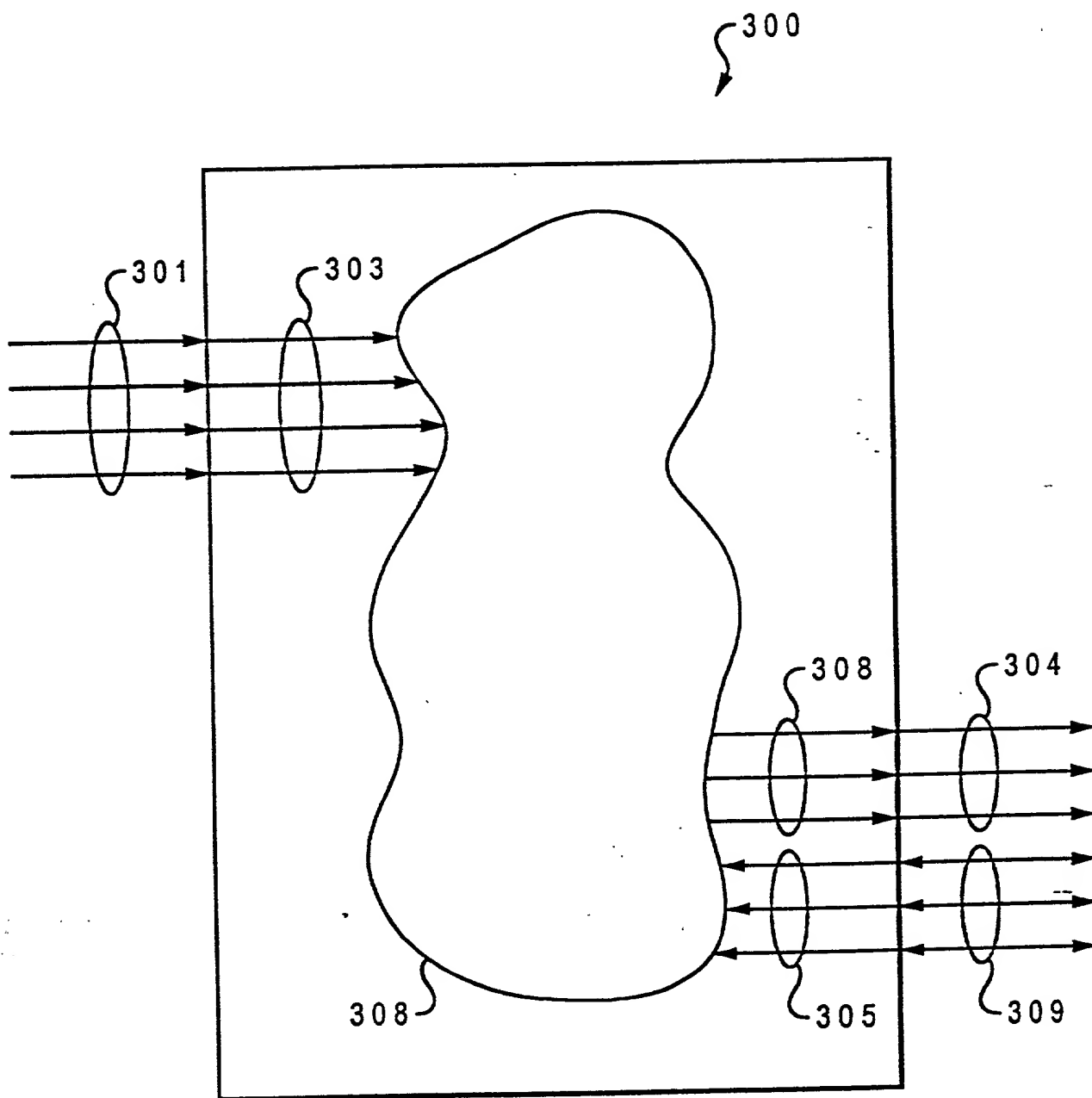


Fig. 3A

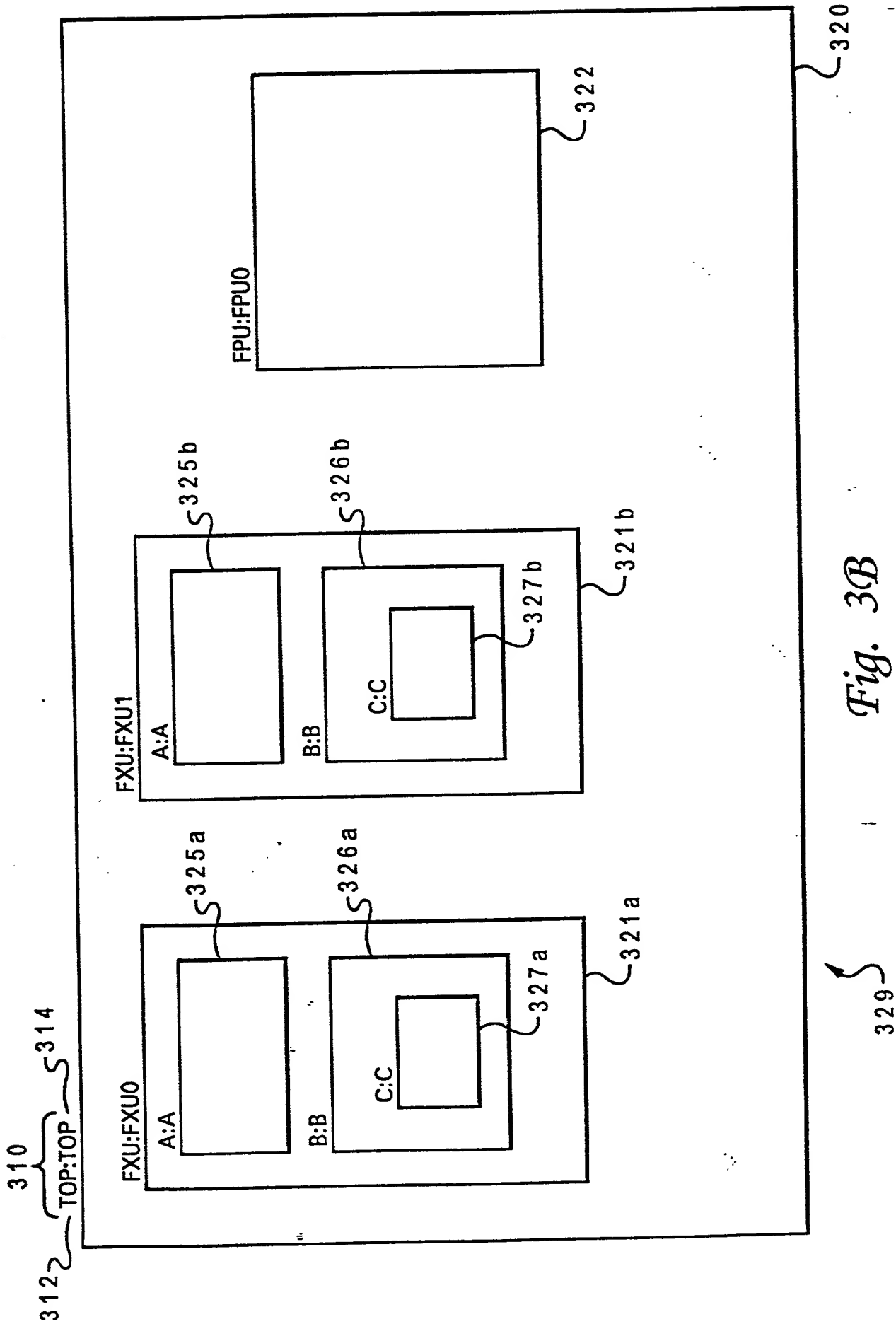


Fig. 3B

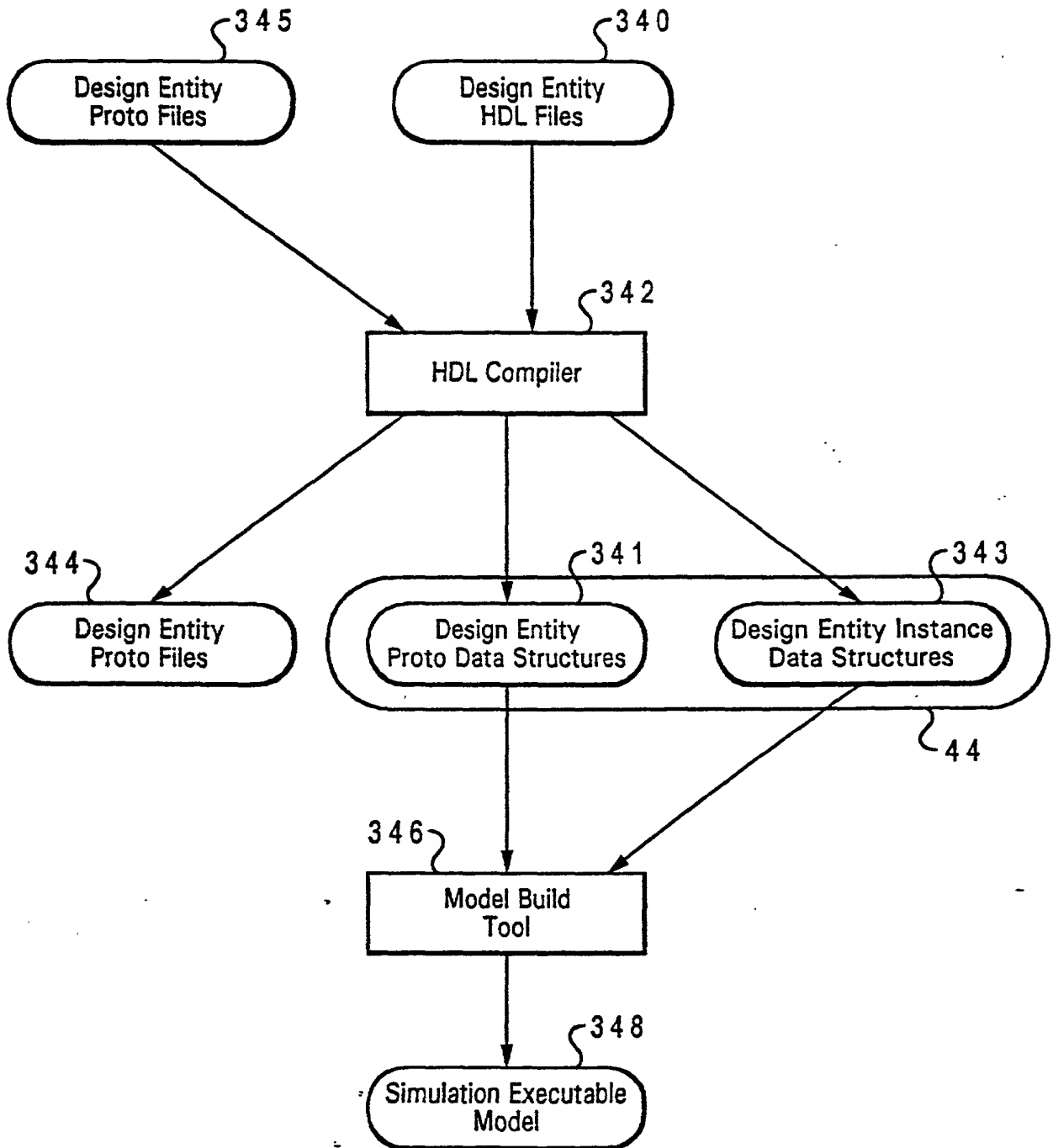


Fig. 3C

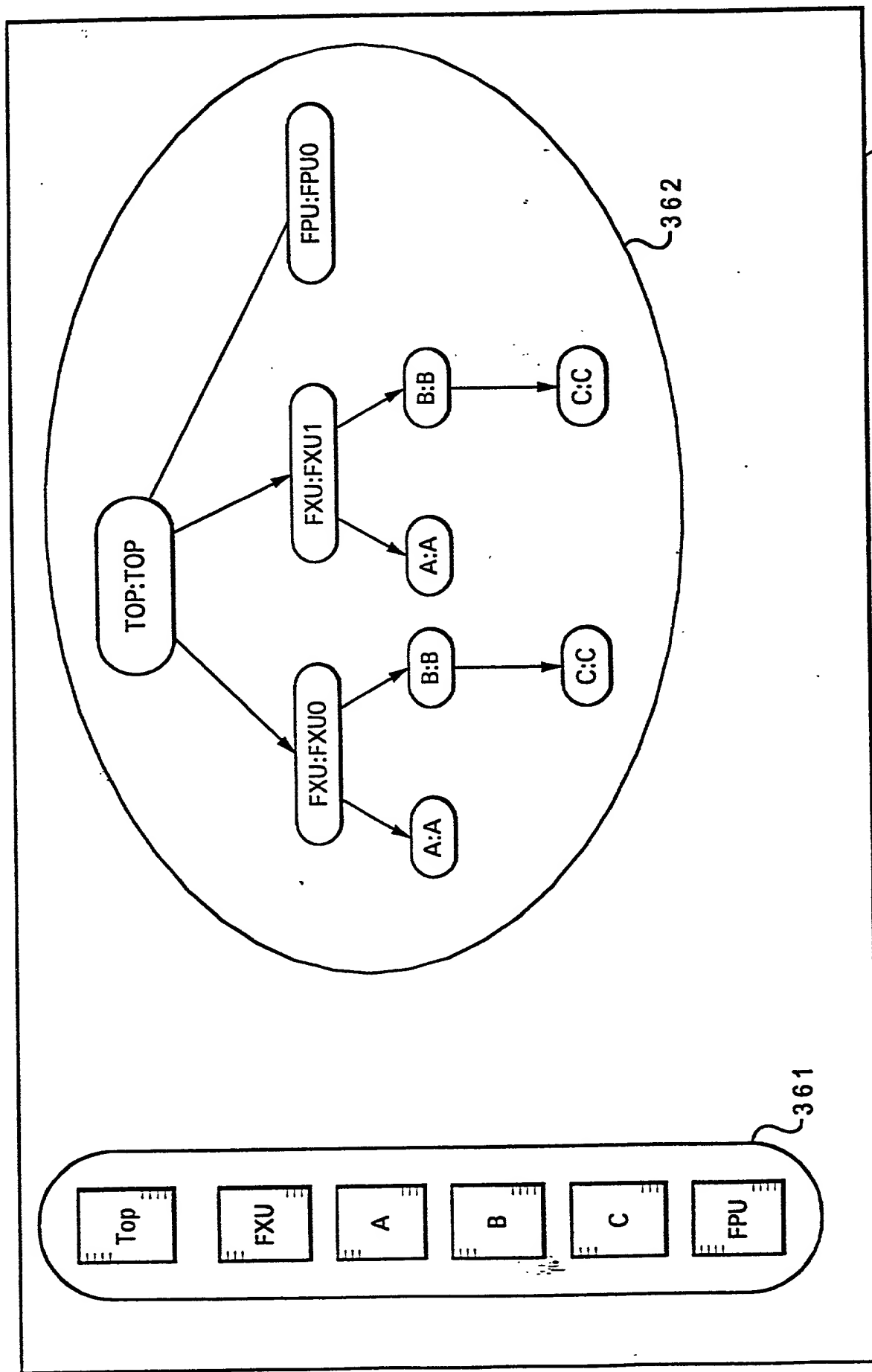


Fig. 3D

The diagram shows a system 409 represented by a large rectangle. Inside the rectangle is an irregular shape representing a component. On the left side of the rectangle, there is an input 401 (a vertical oval) and an output 402 (a vertical oval). Four horizontal arrows point from the input 401 to the output 402. Inside the rectangle, there is a component 400. Three horizontal arrows point from the component 400 to the output 402. On the right side of the rectangle, there are three horizontal arrows pointing outwards, labeled 403, 404, and 405. These arrows are grouped by a bracket 406. The arrows 403 and 404 are labeled 'fails(o..n)' and 'harvest(o..m)' respectively. The arrow 405 is labeled 'count(o..q)'. On the far right, there is a bracket 407 grouping the arrows 403, 404, and 405. Below the arrows 403, 404, and 405, there is a bracket 408.

11.

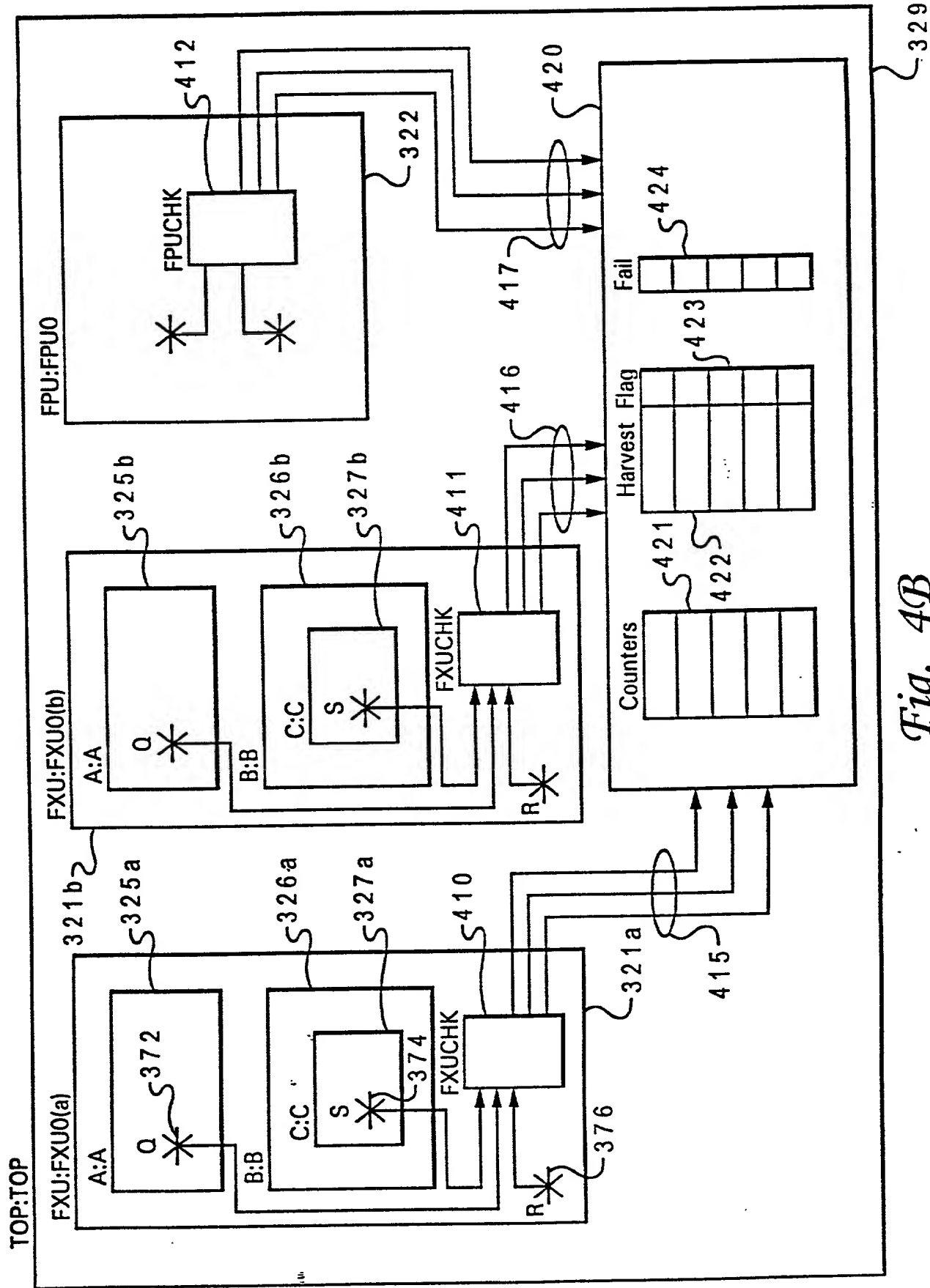


Fig. 4B

ENTITY FXUCHK IS

```

PORT(  S_IN      :  IN std_ulogic;
       Q_IN      :  IN std_ulogic;
       R_IN      :  IN std_ulogic;
       clock      :  IN std_ulogic;
       fails      :  OUT std_ulogic_vector(0 to 1);
       counts     :  OUT std_ulogic_vector(0 to 2);
       harvests   :  OUT std_ulogic_vector(0 to 1);
);

```

4 5 0

4 5 2 { --!! BEGIN
--!! Design Entity: FXU;

4 5 3 { --!! Inputs
--!! S_IN => B.C.S;
--!! Q_IN => A.Q;
--!! R_IN => R;
--!! CLOCK => clock;
--!! End Inputs

4 5 4 { --!! Fail Outputs;
--!! 0 : "Fail message for failure event 0";
--!! 1 : "Fail message for failure event 1";
--!! End Fail Outputs;

4 5 5 { --!! Count Outputs;
--!! 0 : <event0> clock;
--!! 1 : <event1> clock;
--!! 2 : <event2> clock;
--!! End Count Outputs;

4 5 6 { --!! Harvest Outputs;
--!! 0 : "Message for harvest event 0";
--!! 1 : "Message for harvest event 1";
--!! End Harvest Outputs;

4 5 7 { --!! End;

4 5 1

4 4 0

ARCHITECTURE example of FXUCHK IS

BEGIN

... HDL code for entity body section ...

END;

4 5 8

Fig. 4C

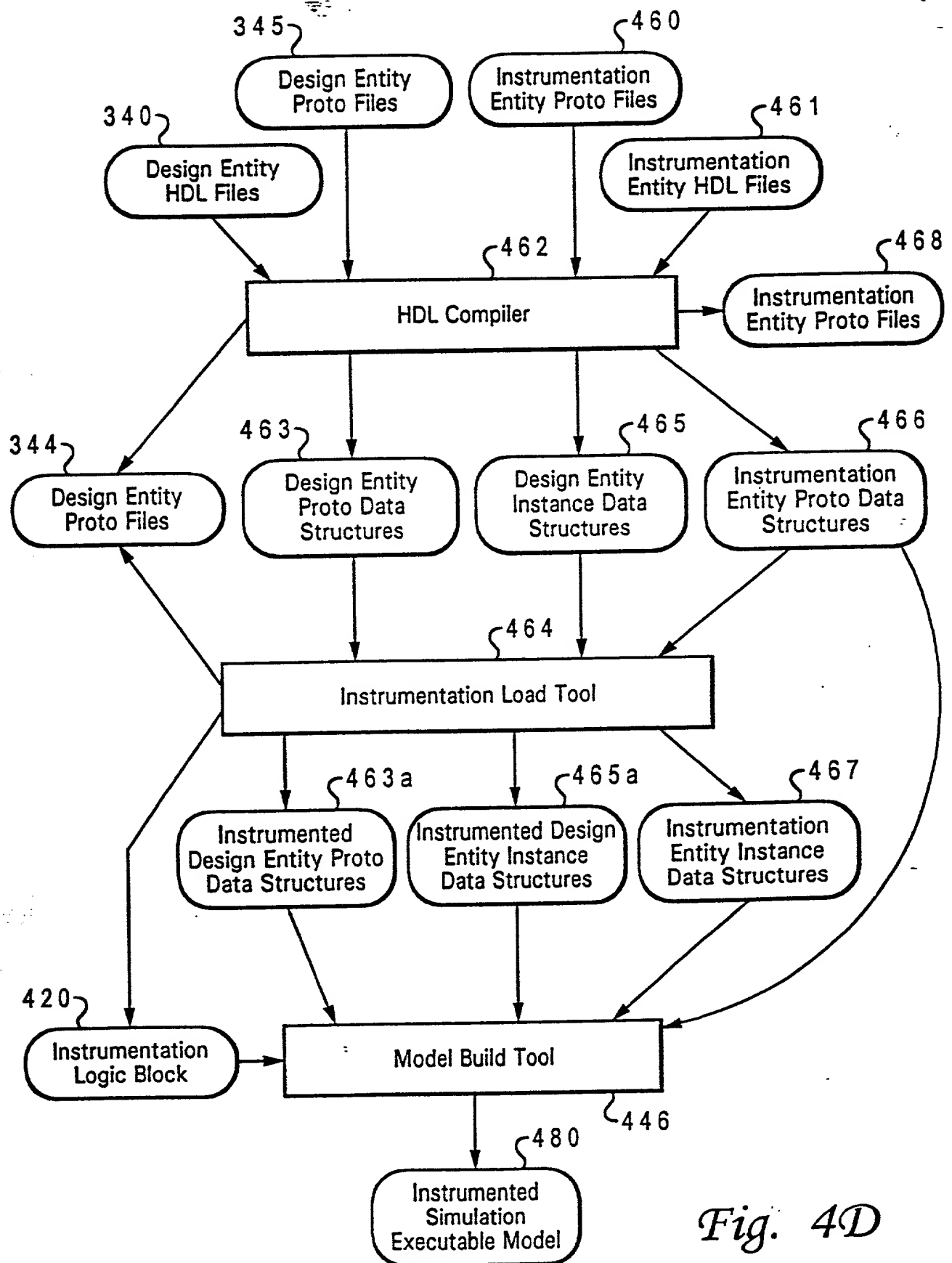


Fig. 4D

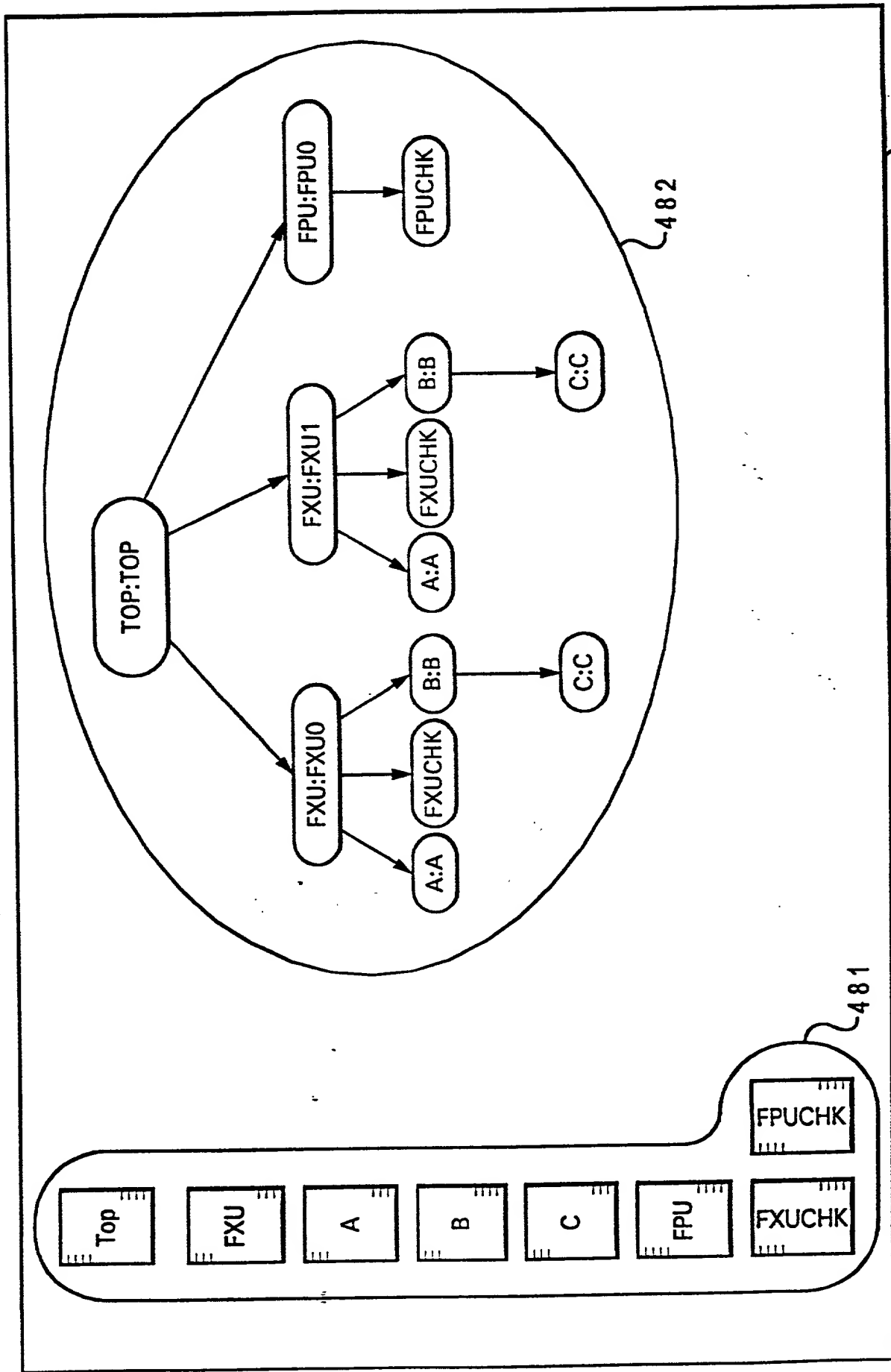


Fig. 4E

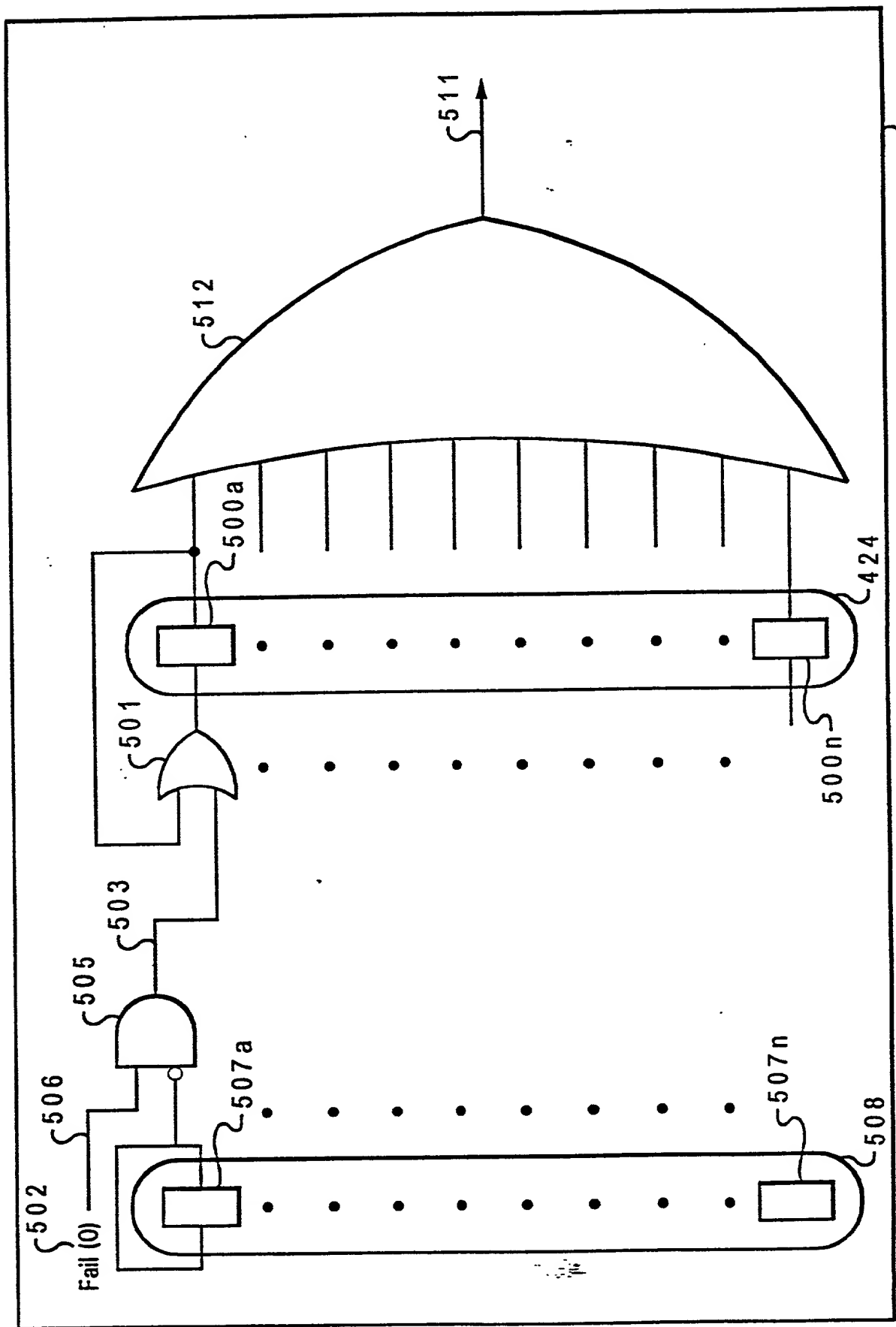


Fig. 5A

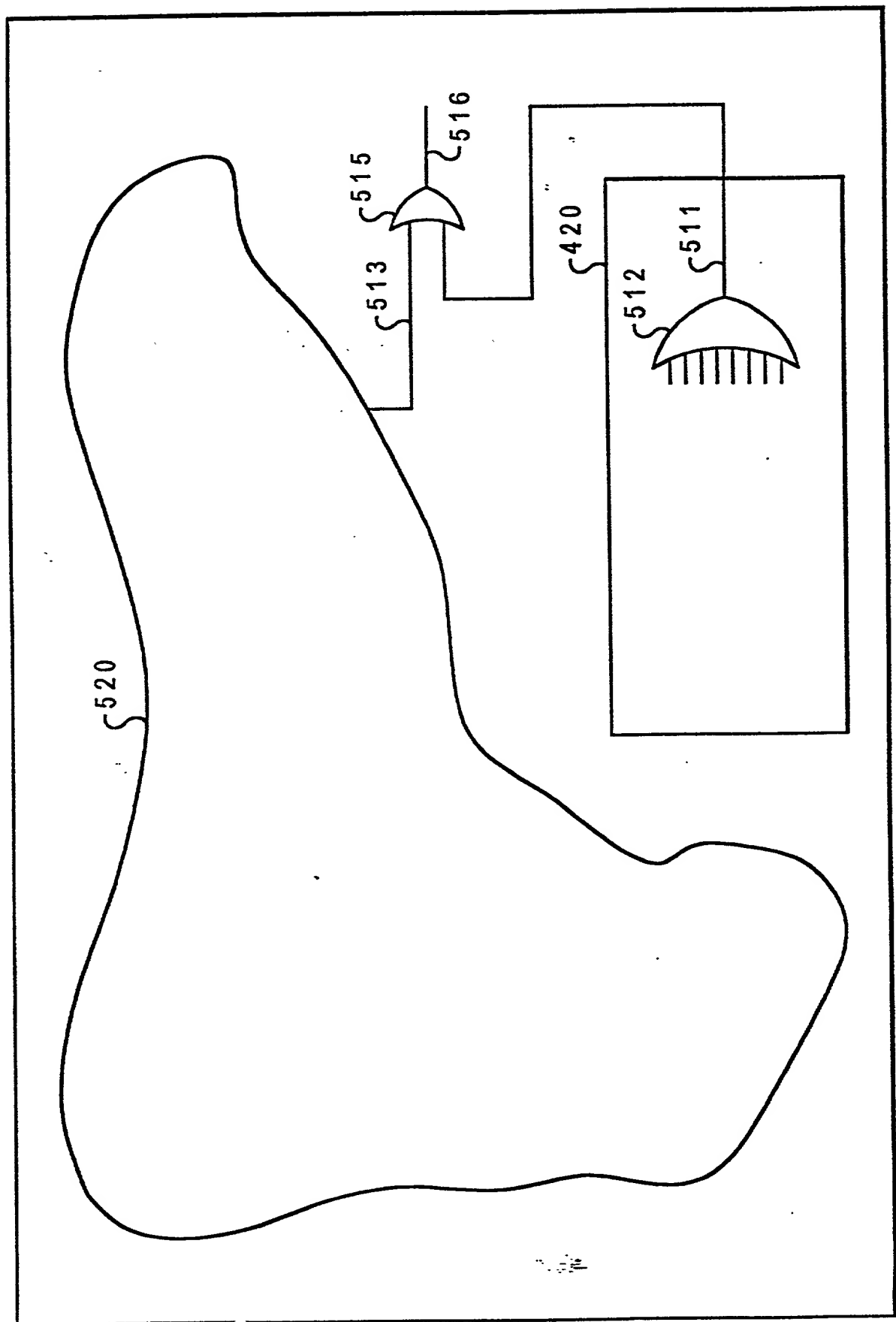


Fig. 5B

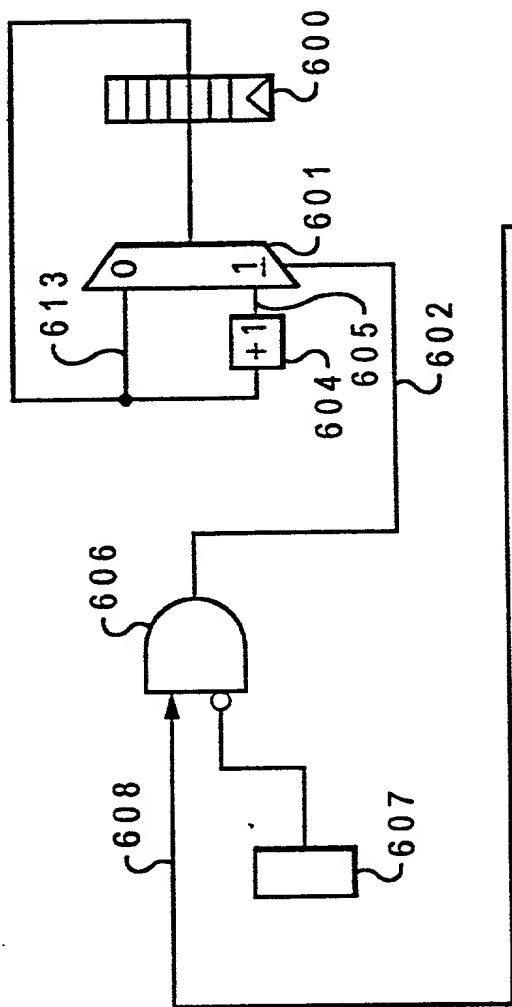
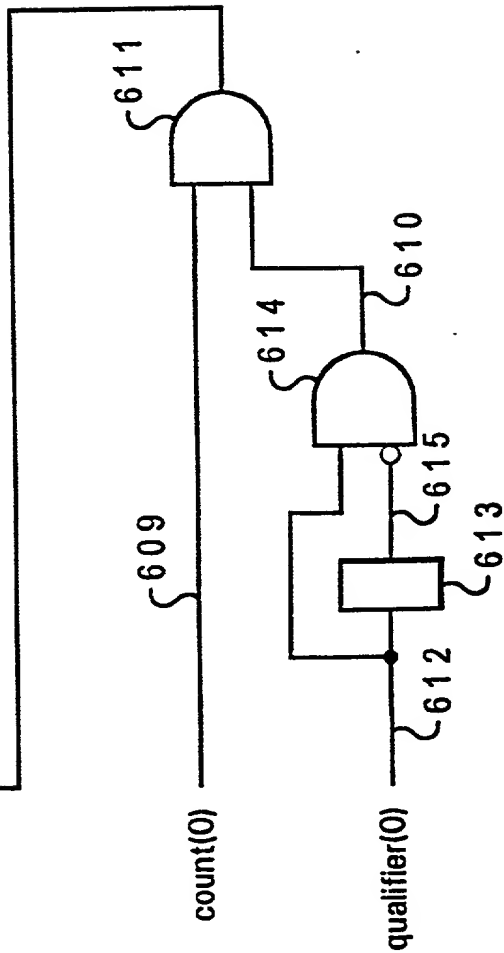


Fig. 6A



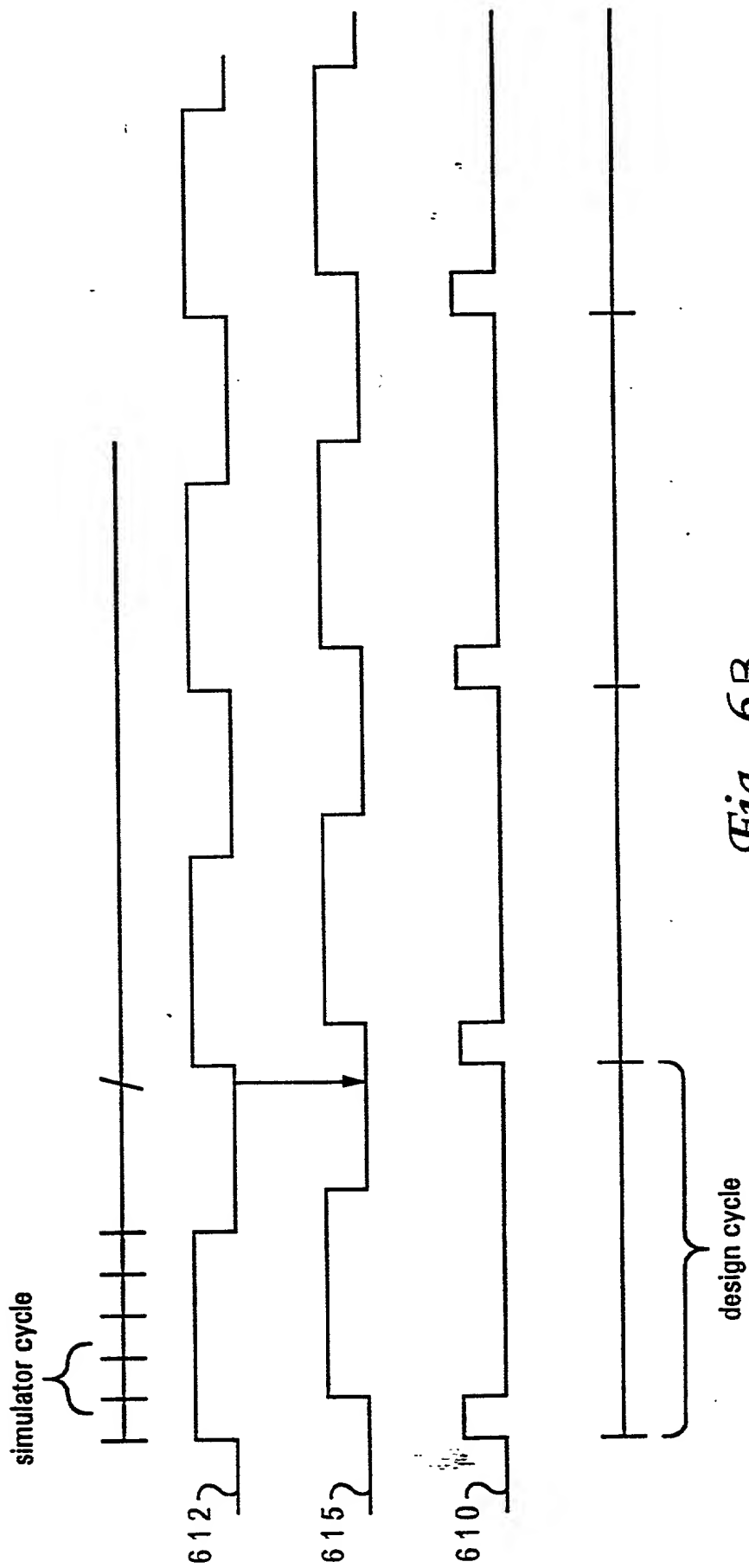


Fig. 6B

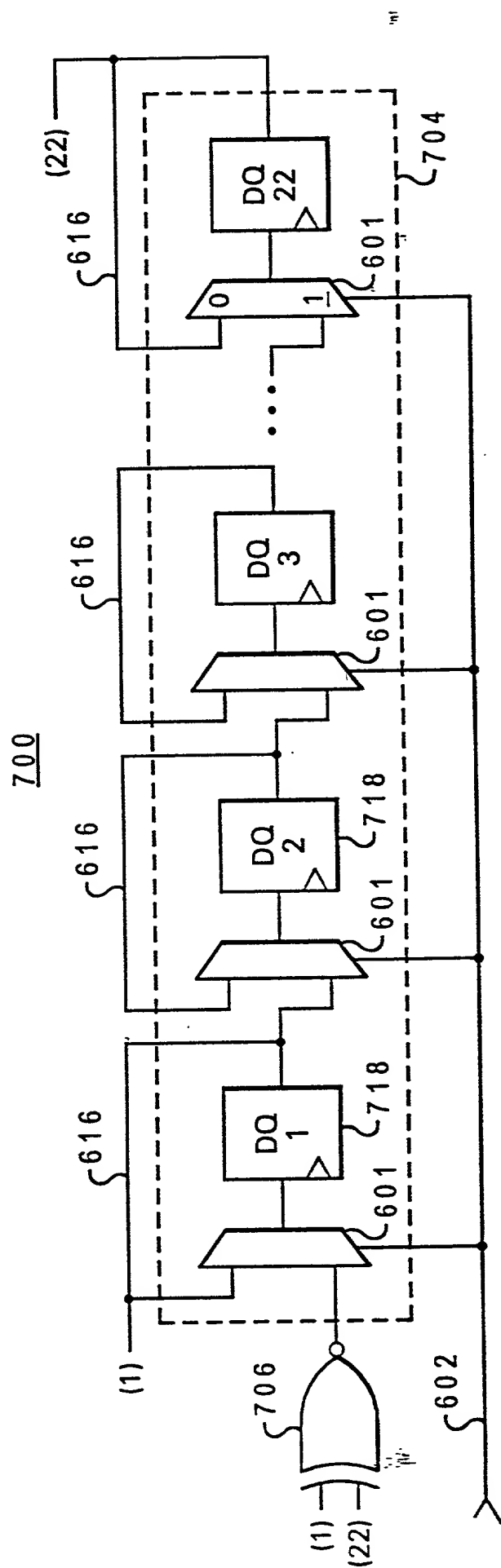


Fig. 7

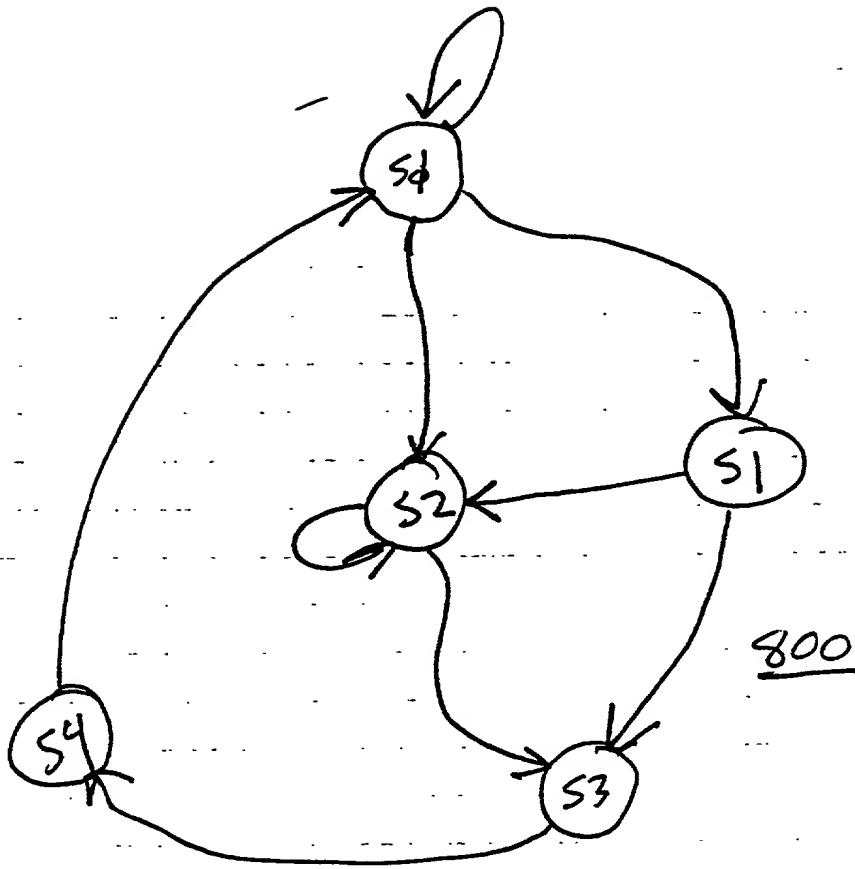


FIG. 8

(Prior Art)

entity Fsm: Fsm

850

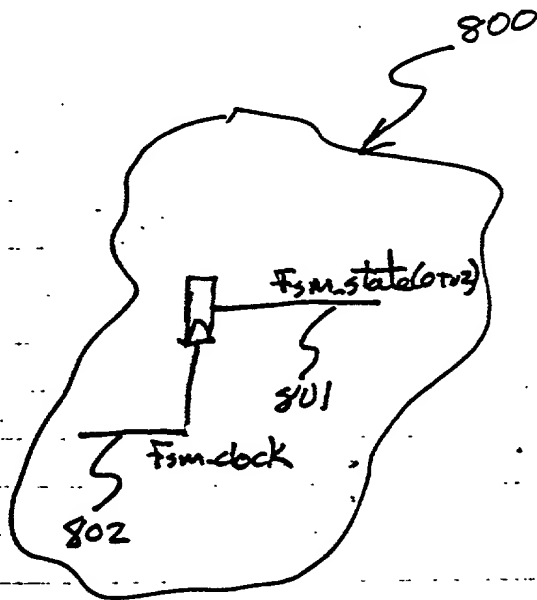


FIG. 8A
(Prior Art)

entity Fsm IS

PORT (

.... ports for entity Fsm....

);

ARCHITECTURE Fsm of Fsm IS

BEGIN

.... HDL code for Fsm and rest of the entity...

fsm-state(0 to 2) <= ... signal 801....

```
853 E --!! Embedded Fsm : exampleFsm;
859 E --!! clock           : (fsm_clock);
854 E --!! state-vector    : (fsm-state(0 to 2));
855 E --!! states vector    : (s0, s1, s2, s3, s4);
856 E --!! state-encoding   : ('000', '001', '010', '011', '100');
857 E --!! arcs            : (s0 => s0, s0 => s1, s0 => s2,
                           s1 => s2, s1 => s3, s2 => s2,
                           s2 => s3, s3 => s4, s4 => s0);
858 E --!! end Fsm;
```

852

86

END;

FIG. 8B

entity FSM:FSM

850

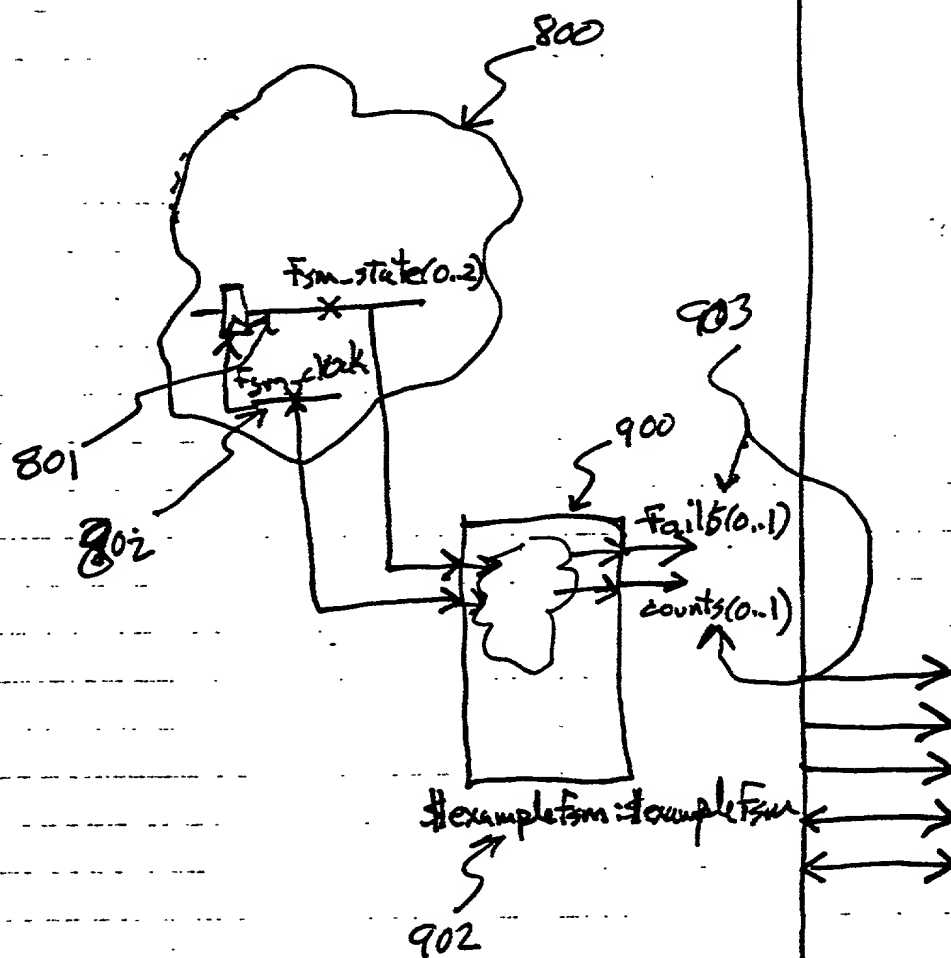


FIG. 9

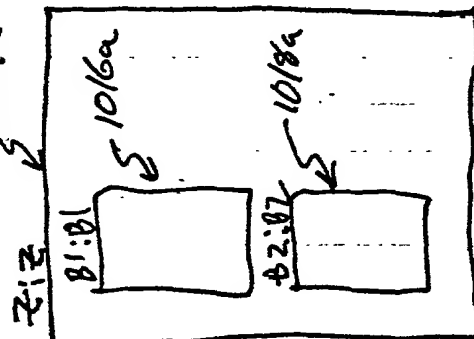
TOP:TOP

DATE: 11/11/2020

X:1
1010a

B3:B3
1012a

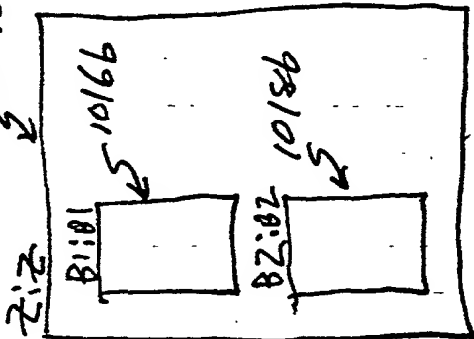
1014a



X:1XZ
1010b

B3:B3
1012b

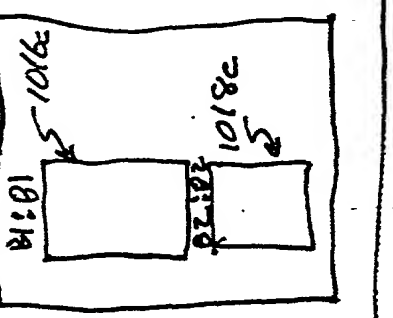
1014b



Y:Y
1020

B4:B4
1022

Z:Z



1000

FIG. 10A

10303

10323

10343

10363

<instantiation identifier>, <instrumentation entity name>, <design entity name>, <event name>

FIG 10B

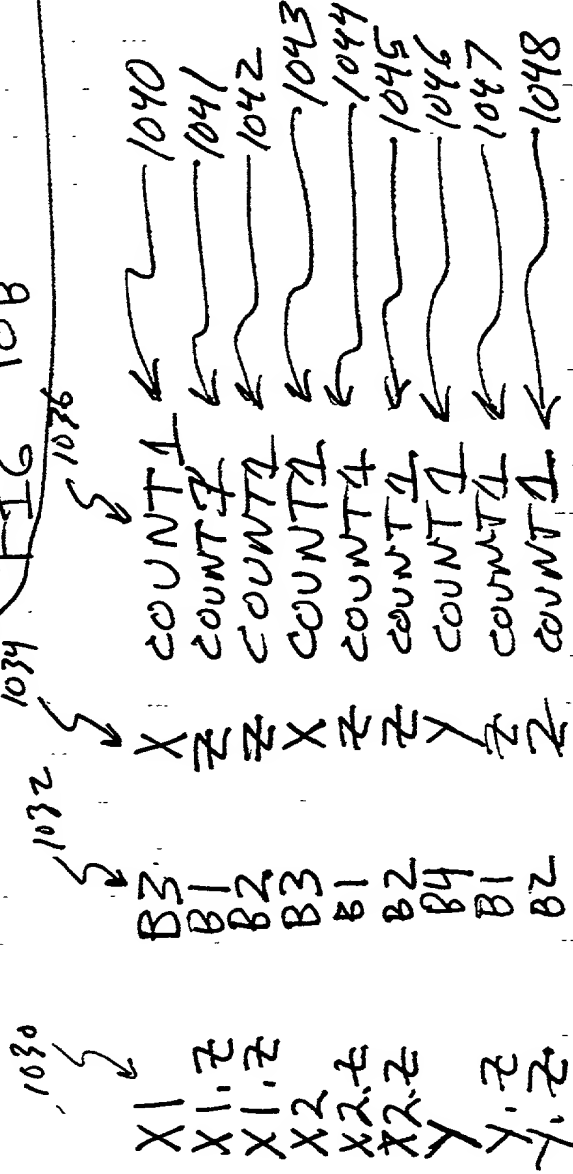


FIG 10C

